Zurich University
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School of
Engineering

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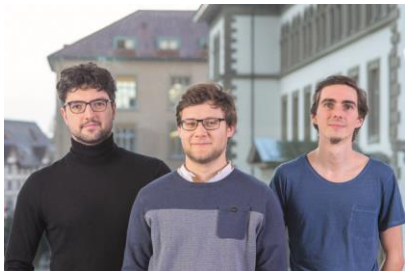
Katharsis: Tidying up Art in Augmented Reality using Machine Learning and Digital Image Processing



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Museums and art galleries have long been augmenting their exhibits with additional information. Through the use of tools like traditional text panels, guided tours or audio guides, visitors are encouraged to delve deeper into the artwork on display. The emergence of new technologies, such as Augmented Reality (AR) and Machine Learning (ML), opens up new possibilities for this. This bachelor thesis tries to establish and discuss an overview of the current usage of AR and ML in art, as well as in art education. This analysis shows that interactive approaches in particular can lead to inspiring effects in art consumers. An excellent example of how a playful approach to dealing with art can lead to increased interest in a widespread audience are the coffee table books of the swiss artist Urs Wehrli. Based on Urs Wehrli's technique of *tidying up art* the experimental iOS app Katharsis was developed with the use case of interactive art education.

The Katharsis app allows users to tidy up art in Augmented Reality